

FIG. 1
(Prior Art)

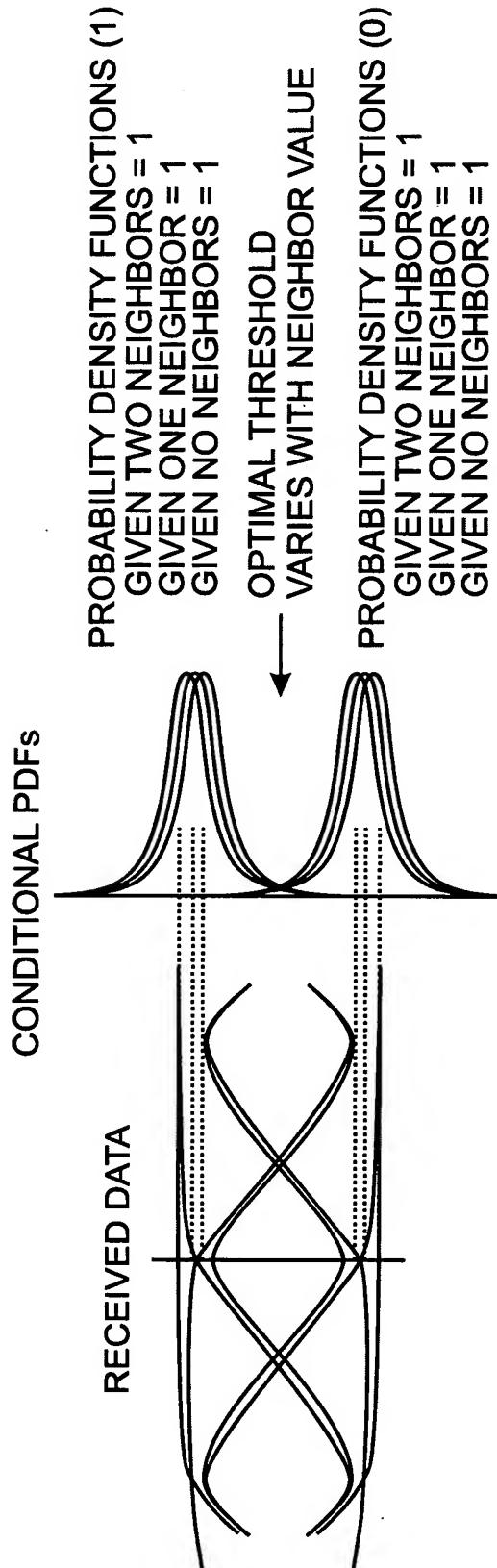


FIG. 2
(Prior Art)

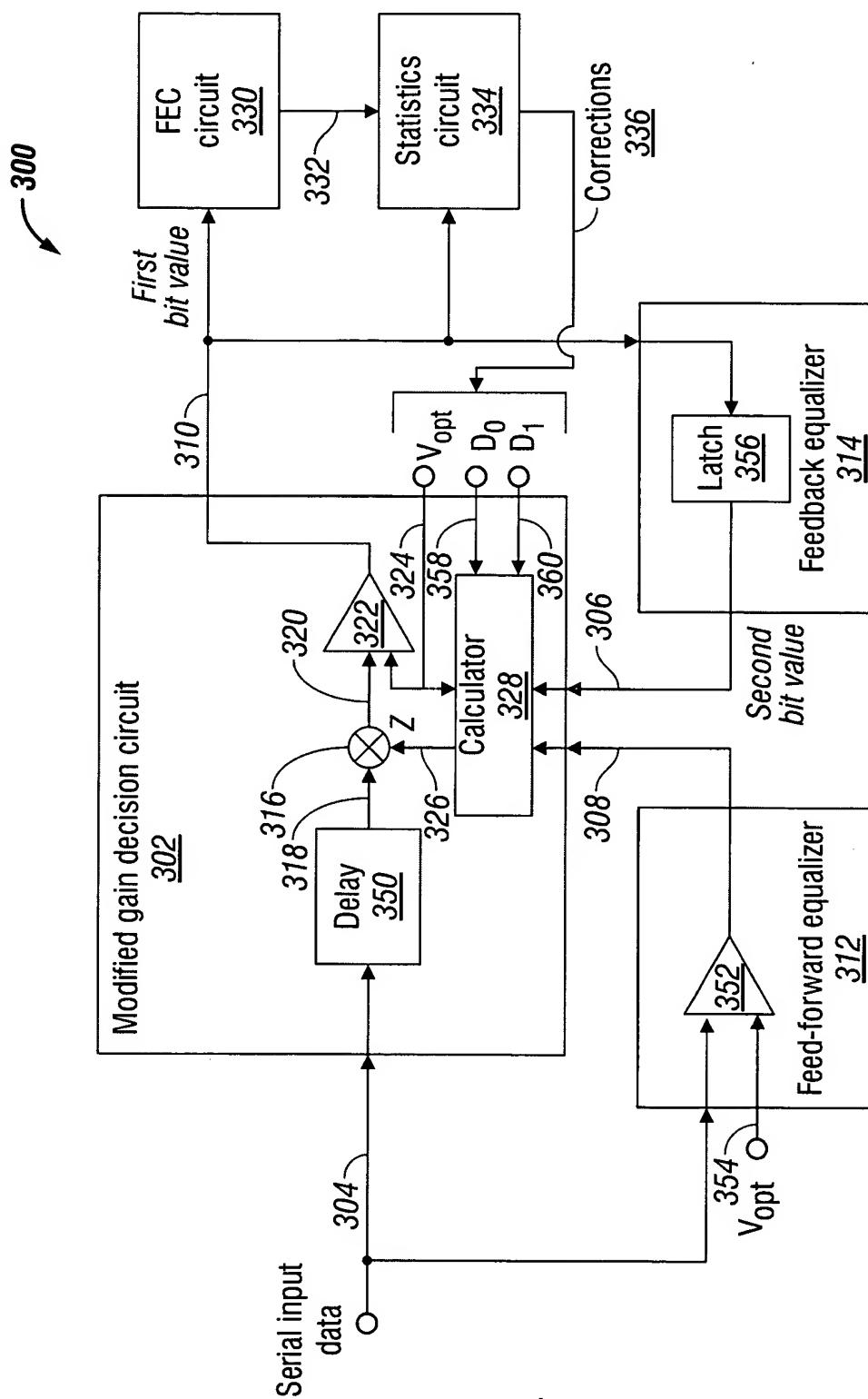


FIG. 3

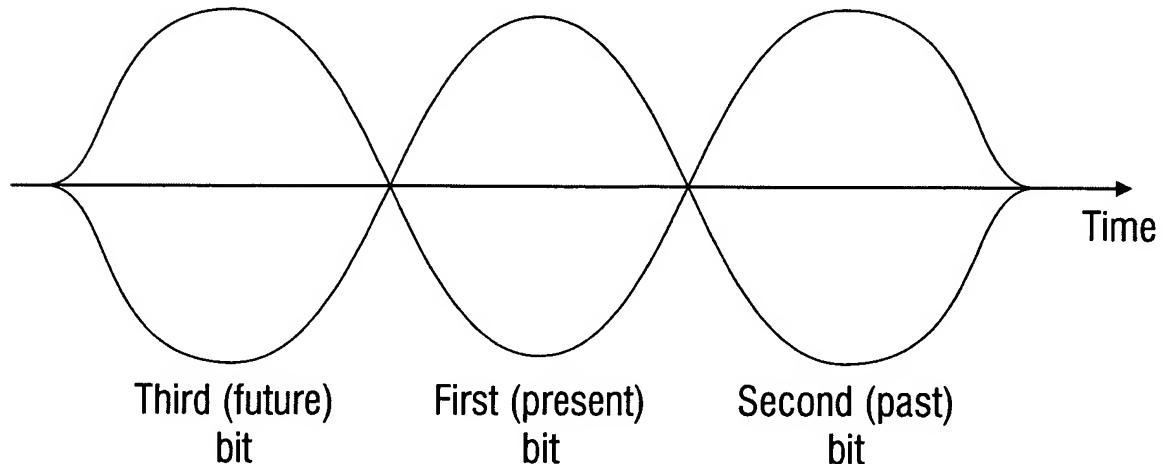


FIG. 4

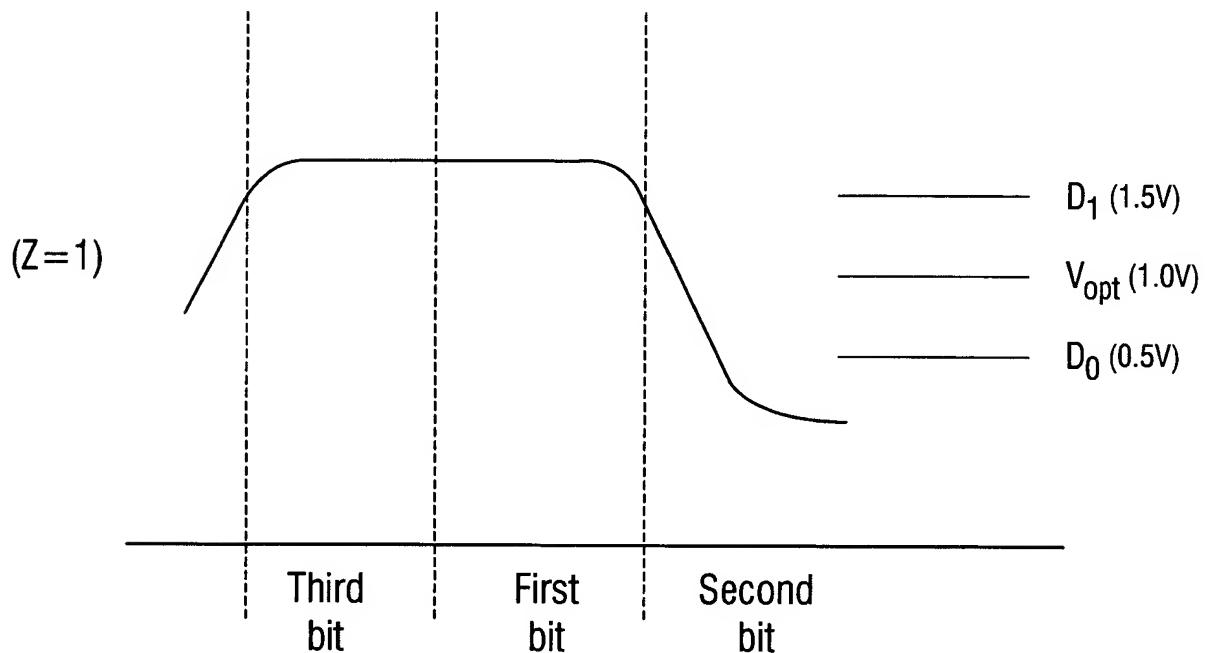


FIG. 5

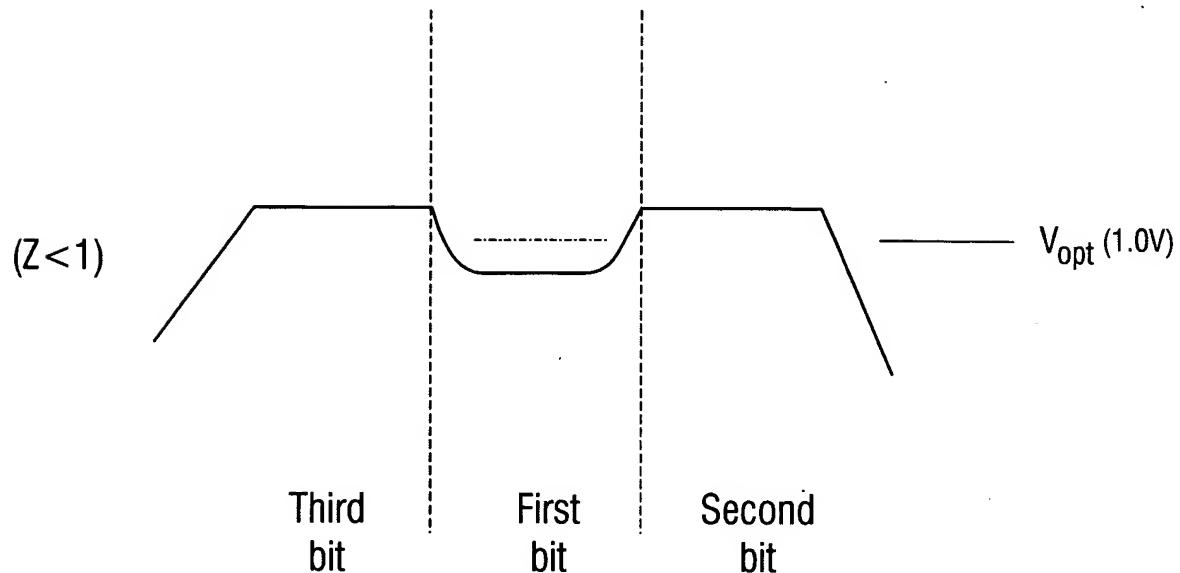


FIG. 6

INPUT LEVEL

D_1	<u>Definite "1"</u> "0" If both past and future bit values = "1" "1" Otherwise
V_{opt}	<u>"1"</u> If both past and future bit values = "0" <u>"0"</u> Otherwise
D_0	Definite "0"

FIG. 7

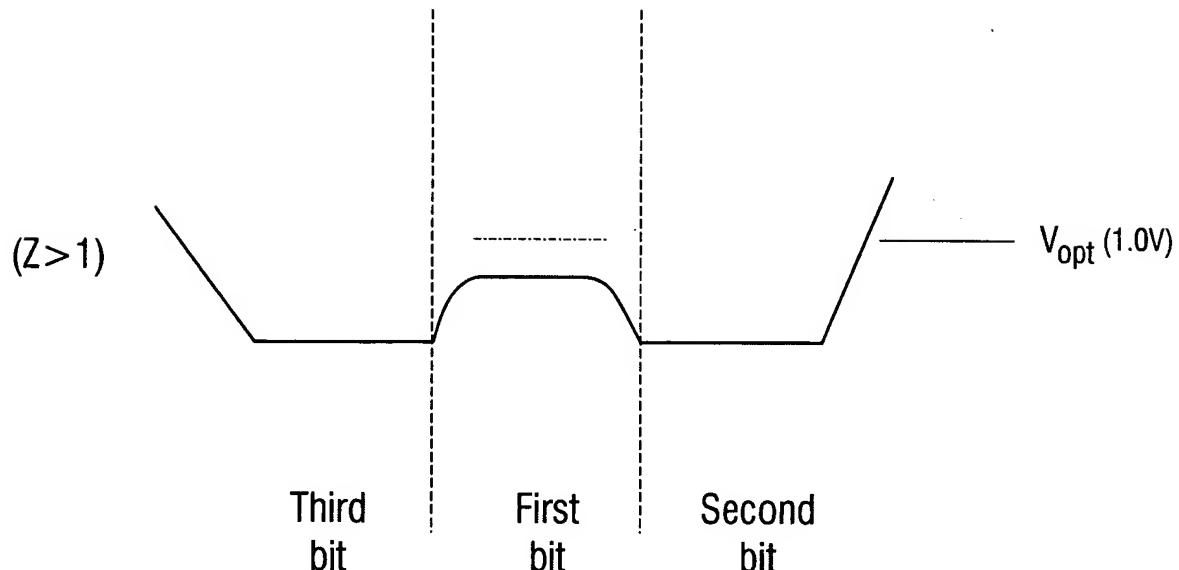


FIG. 8

Amplitude modifier	Second bit value	Third bit value
Low	1	1
High	0	0
Unity	1	0
Unity	0	1

FIG. 9

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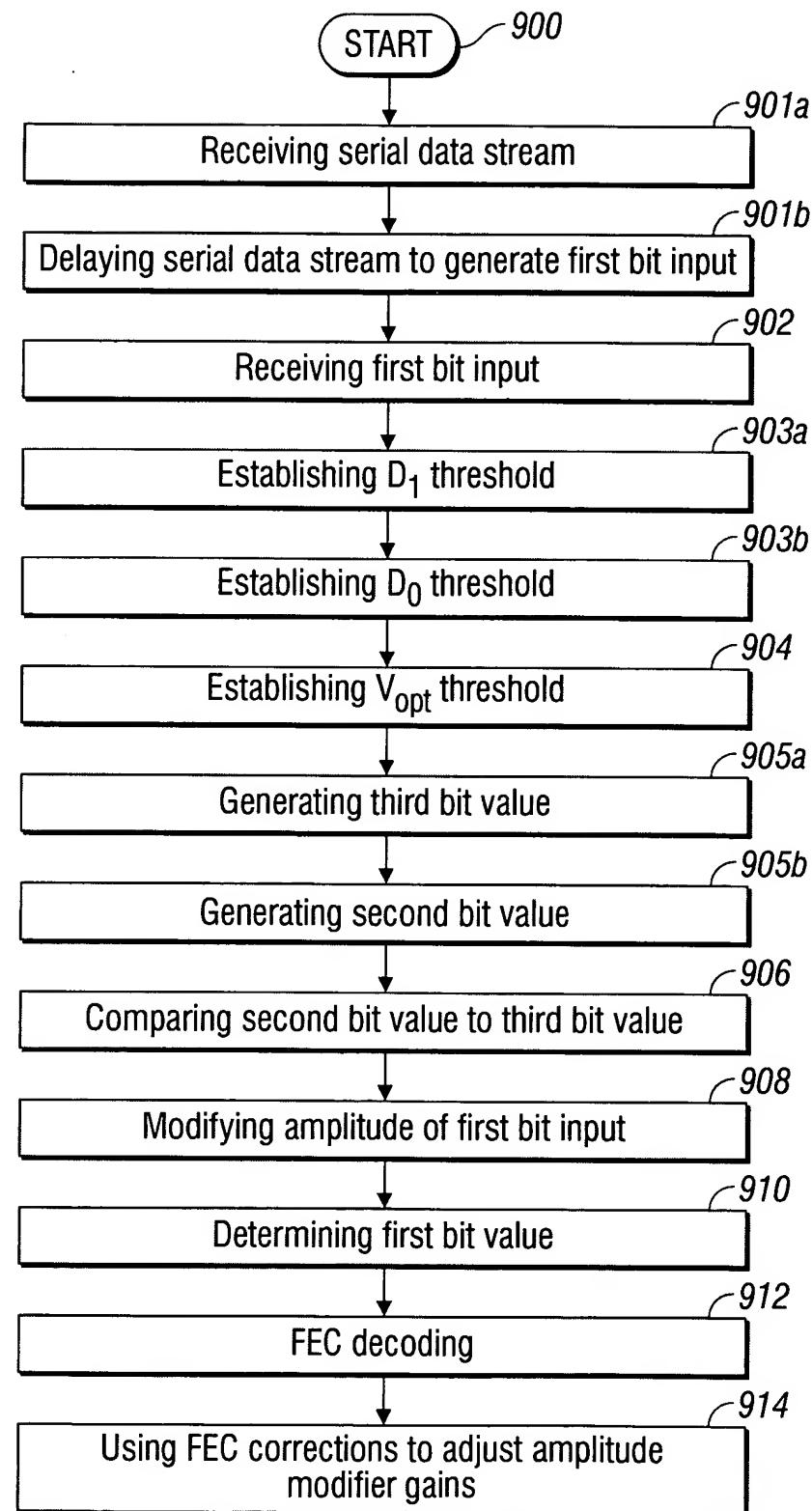


FIG. 10